A science fiction nightmare

Prisoner 2™

by David Mullich.

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Alarmed? Worried that your computer might be attempting to coerce you? Well, what's a little coercion among friends?

As an incoming resident of The Island you are expected to behave. You have something we want . . .information. And you will remain our guest until we obtain it. Of course, at that moment you will have lost.

Do not delude yourself. Escape is hardly possible. The Island keeps you under constant surveillance. We expect you'll never even find the bars.

As Caretaker for the Master I have taken every precaution to ensure that your stay is. . . interesting. The Island has been newly landscaped and the Village sports a coat of high resolution paint (in thirty-two tantalizing flavors). Each of our twenty buildings promises a captivating experience.

Within the Castle's twisting corridors and through the Carnival's maddening harmonia of sounds, we will test your sanity.

At Grail Hall, residents participate in certain popular adventure games which, naturally, have been altered to suit our needs. Those who seek confession can always find relief at the neighborhood Church.

IF034-AP2
(Applesoft, 48K, DOS 3.3)
IF034-ABD800 (Atari Version)
IF034-PCO (IBM PC Version)

You may visit our Switch Yard, but don't expect to hop a train. Transportation of the ordinary sort is conveniently lacking on The Island.

And for the decidedly curious, we offer ample helpings of delusion and paradox. Enough to bewilder the most avid gaming aficionado.

Should your experiences prove a bit unnerving, the Hospital's facilities have been expertly crafted to render even the most willful vacationer cheery and compliant.

Please try to maintain the proper perspective. A pleasant adventure can so easily lead to obsession.

Be Seeing You,

Inside this box you will find a floppy magnetic key and some notes jotted by one of our veteran residents.

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